

Jelle Voet | Game Programmer

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Everything can be achieved, given enough time.

Education

Hogeschool West-Vlaanderen

Professional Bachelor, distinction
Digital Arts And Entertainment

Kortrijk, Belgium

2007–2010

Katholieke Universiteit

Academic Bachelor, unfinished
Computer Science

Leuven, Belgium

2005–2007

Instituut HHVM

Secondary Education, distinction
Mathematics And Science

Berlaar, Belgium

1999–2005

Languages

Dutch : Mother Tongue

English : Fluent

French : Moderate

German : Basic Understanding

Additional info

Driving : License B

Born : 12th june 1987

Work Experience

GRIN bvba

Lead Programmer, Producer

An intense but varied learning curve where I went from junior programmer to lead programmer, and producer of some smaller projects.

Antwerp, Belgium

2010–2015

ToMo-design

Digital Multimedia Assistance

Self employed business, providing a variety of services from web-design, to dvd-mastering and graphics.

Berlaar, Belgium

2006–2011

Skills

Languages

C/C++ : Good
C# : **Excellent**
Java : Moderate
php : **Excellent**
Python : Moderate
Prolog : Basic
Haskell : Basic
L^AT_EX : Moderate
Objective C : Basic
HTML/CSS : **Excellent**
Javascript : Good
SQL : **Excellent**
AS2 : Good
AS3 : Basic
Assembly : Basic
Bash : Basic
SWIG : Moderate
HLSL : Good

Software

Linux (deb) : Good
Windows : **Excellent**
Visual Studio : Good
Eclipse : Good
Unity3d : **Excellent**
UE3 : **Excellent**
3D Studio Max : Good
Photoshop : Good
Subversion : **Excellent**
Git : Moderate
Perforce : Basic
Apache : Moderate
IIS : Moderate
cmake : Good
PhotonServer : Moderate
NodeJs : Moderate
Smartfox2X : Good

Specialties

DirectX : Moderate
Threading : Good
Networking : **Excellent**
Program integrity : Good
Ai : Good
Gamedesign : Good
Multimedia : **Excellent**
Event based : Good
State based : **Excellent**
UI/HUD : Good
Mobile apps : Moderate
Json/XML/Yaml : Good
Rendering : Good
Problem analysis : **Excellent**
Physics : Good
Optimisation : **Excellent**
3DMath : Good
Web development : Good
Databases : Moderate

Professional portfolio

- Woolfe** (Lead programmer, System engineer) **Steam game**
UE3
- Automated build pipeline.
 - UE3 native (C++) customisations and binding with UnrealScript.
 - System design containing: interface, levelloading, camera, pawn, input, ...
- ForestPals** (Producer, Lead programmer, System engineer) **Mobile/Web game**
Unity3d
- Automated multi-build pipeline (iOS, Android, Windows, Web).
 - Custom translation system (part of buildpipeline), upload to and download from cache.
 - ForestPals system design.
- ING/Vlaanderen Kookt Wild** (Programmer) **Mobile video streaming**
Flash, AS2
- RTMP Protocol.
 - Flash video streaming for mobile.
- Flanders Is A Festival** (Lead programmer) **Semi-mmo webpage**
Unity3d, Smartfox2X
- Smartfox2X integration (client and server).
 - Zone loading and travelling on demand in a multiuser environment.
 - User management (email and OAuth: Facebook and Twitter).
- Foreign Legion: Multi Massacre** (Programmer, Network engineer) **Steam game**
Unity3d, PhotonServer
- Headless multiplayer integration with insecure player mastering.
 - Advanced scoring and damage distribution over the internet.
 - Cross platform buildtool for Mac and Windows including auto upload.
- Pukkelpop line-up** (Lead programmer, System engineer) **Bigscreen application**
Unity3d
- Flawless content pulling and pushing.
 - Custom animated visuals.
 - API integration from IFTTT, Dropbox, Twitter, Instagram.
- Forklift simulator** (Programmer, System engineer) **Realistic simulator**
Unity3d, C#
- Networking Layer to keep all 6 screens in sync over multiple PC's.
 - Licencing integration and webbackend.
- Revellutions Racer** (AI-programmer) **Web game**
Unity3d
- Autolearning grid based ai with avoidance detection and optimal path calculation.
- HotRod Racer** (Lead Programmer, System Engineer) **Facebook game**
Unity3d, php
- Custom socket server (TCP, encryption, realtime datastreaming).
 - Webbackend for logs, balancing, economy.
 - Racing physics and ai.
- Research dossiers** (Programmer, Researcher)
- 3dtv 2.0 (The future of 3d-television)
 - Omega (Online multiplayer and cloud based gaming)
 - G@S (only partial involvement) (Games at School)

Hobby portfolio

- Watena** (Has powered 'Flanders Is A Festival') **Web framework**
php, html/css, javascript, sql, ajax
- Optimised for speed, makes heavy use of data caching.
 - Custom template parsing engine, with expression support.
 - Custom database abstraction layer and user-manager implementation.
- Catena** (Under construction) **Render framework**
C++, C#, cmake, SWIG
- Custom memory allocation (pool based and stack based).
 - Graphics abstraction layer (DX9, DX11, OpenGL?).
 - Custom primitive types (Vector, String, Matrix).
- Deferred Renderer** (Used for school projects in DAE) **Render framework**
C++, C#
- Deferred rendering and shading implementation, resulting in a graduation paper.
 - Included a custom resources pipeline with hot reloading.